

SnowSTORM

A M U S E M E N T

2024 GAMEJAM SUBMISSION GDD: CURSE OF THE DUNGEON

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Introduction

Game Title: *Curse of the Dungeon*

Congratulations, Wizard! You have defeated the Evil Dragon Demon Supreme Ancient Godlike Lord Eddsagl and have obtained the almighty relic of Geneth. Legend states that this relic would grant any wish to the one who obtains it! In your thirst for power and knowledge, you wished for the ultimate knowledge, only to be cursed!

Now, you must escape the very dungeon you had blasted your way through. Can you escape the dungeon with the curse spreading within you? Can you confront your past choices? Can you survive the Curse of the Dungeon?

GodSpeed.

Inspiration

Path of Exile

(Skill tree)

Noita

(Vibes)

D&D

Spells and such fantasy elements

Dark Souls, etc.

Giving lore through weapon descriptions and flavor text.

Player Experience

Self reflection. Choices under pressure. Puzzle solving and strategy. Dilemma. Evolving Difficulty. Consequences.

Target Audience

itch. io's audience is 71.33% male and 28.67% female. The largest age group of visitors are 18 - 24 year olds. [\(Source\)](#)

Our Target

- Teen to adults who are familiar with fantasy tropes
- People who like to think, and play strategy/puzzle games

Persona

Kyle: (21M)

- Fan of LOTR, Harry Potter, and D&D
- Played and enjoyed a lot of browser games as a kid, like *the Escape series* or *Fireboy and Watergirl*.
- Itch.io user

Genre

Some tags which describe the game.

- Strategy, puzzle, action, magic, dungeon, platformer, 2d side scroller.

Concept

The inversion of game progression. In any game, the player would be rewarded with some form of progression, such as leveling up, getting new abilities, or obtaining rewards from overcoming challenges throughout the game. However, this game starts from having all of the best from the game, and you lose them over time as you progress throughout the game.

This game challenges the player to strategize in a losing position and make do with what challenges and puzzles are thrown at them. What we hope for this game is that the player will attempt to use their creativity, wits, courage and luck to overcome obstacles in an increasingly hopeless situation throughout the game toward the beginning of the dungeon.

Gameplay Loop

1. Enter a level/room
2. Assess challenges
3. Make choices/cast spells
4. Gain corruption
5. Passed challenge (or die and restart room)

Themes

It's Spreading

"This theme centers around making a mechanic or narrative that consumes or expands in some way. Things like a pandemic, zombie apocalypse, idea, or bagel toppings come to mind. Be creative with it and work it into something unique and

unexpected. Themes are there to get you to think outside the box!"

Our application of this theme is mechanically integrated in the skill tree, with a narrative tie in. The all powerful wizard gets cursed. The curse spreads through him/his skill tree, taking away powers over time.

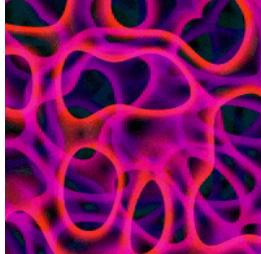
Inverse progress

Take genre conventions and flip them on their head. Start strong, become weak. Go left instead of right.

Mechanics - Primary (what the player has control over)

MECHANIC	REFERENCE
BASIC MOVEMENT Left, right, jump, duck.	 (noveltech)
SPELLCASTING Select spell then point and click.	 (giphy)
SPELL SWAPPING Players must decide which spells to use and therefore which to lose when the corruption spreads.	 (Img flip)

Mechanics - Secondary (player DOESN'T have control over)

MECHANIC	REFERENCE
CORRUPTION A bar that increases depending on your spell usage and eventually diminishes spell efficacy.	 (giphy)
ELEMENTAL INTERACTIONS Fire burns wood, Electricity flows through conductors, ice slows or slips.	 (wifflegif)
ENEMY AI (GHOSTS V1) Float at the player and go through walls. If they touch you, you lose a heart.	<i>*floating around*</i> “YOU AGAIN!!???”
ENEMY AI (GHOSTS V2) Obeys the laws of physics because they repossess their own body. Throws axes at the player, and the ghost reappears if the body is destroyed.	<i>*retreats into corpse*</i> “I’ll get you this time.”
MATERIALS Stone, wood, metal, water(not physics based).	The Wizard can't swim? (lmao)

Writing the Theme

Intro cutscene with narration. Ghost and wizard dialogue. Spell flavor-text has lore which supports the narrative. Gameplay reinforces the theme.

Visual Design

Cave Paintings



Dungeon Style



Photoshop mockup



Development

Art

Catherine's Priorities

- Establish style and creative direction
- Create tile sheets
- Wizard sprites and animations
- Enemy sprites and animations
- Cutscene slides
- Graphical extras and UI elements

Audio

Jeremy's Priorities

- Spatial/dynamic sound integration using Wwise
- Cutscene music
- Ambient music for gameplay
- SFX for UI elements
- SFX for spells and magical effects
- Environmental/Enemy SFX

Code/Programming

Matt's Priorities

- Core Mechanic Spell and Corruption Logic
- Game Architecture
- Game UI Display
- Wizard Player art and spell integration
- Magic Spells and Particle Effects

Lord Clee's Priorities

- Game flow and Level Design Implementation Sketches
- Game Puzzle implementation and integration
- Environmental Art assets integration Level
- Enemy Goblin AI
- Environmental Trigger

Xadr's Priorities

- Initial Coding Implementation of the Wizard character.

Software and Platforms

Game Engine	Godot 4		
Organization	Trello	Milanote	Discord
Version Control	Github	Azure Dev-ops	
Art/Graphics	Adobe Illustrator		
Audio/Music	Wwise		

Development Timeline

#	Assignment	Type	Status	Finish By	Notes
1	Idea of Game with GameJam theme	Other ▾	Finished ▾	Jan 14, ...	
2	Basic Wizard Character controls	Art ▾	Finished ▾	Jun 20, ...	

#	Assignment	Type	Status	Finish By	Notes
3	Character Concept & Theme Art	Art ▾	Finished ▾	Jan 13, ...	Initial Designs to set the tone for the game project.
4	Initial Spells Setup	Art ▾	Finished ▾	Jan 13, ...	With placeholders for the time being
5	Level 1 Design Sketch	Art ▾	Finished ▾	Jan 15, ...	Can be really short, player won't be on main menu for long
6	Basic UI / Main menu	Codi... ▾	Finished ▾	Jan 20, ...	Initial Button UI, screen transition, title screen
7	Enemy AI	Codi... ▾	Finished ▾	Jan 24, ...	Including attacking and death
8	Initial Credit Scene	Codi... ▾	Finished ▾	Jun 20, ...	Initial Credit Scene PlaceHolder
9	RuneTree UI Implementation	Codi... ▾	Finished ▾	Jun 20, ...	Multi cell masses act together to collide with walls
10	Wwise Integration and Initial Sounds	Codi... ▾	Finished ▾	Jun 20, ...	Integrating Wwise Sound systems into Godot game
11	SpellSlots, corruption animation and control	Codi... ▾	Finished ▾	Jan 20, ...	
	Level 2 & 3 Design	Art ▾	Finished ▾	Jan 21, ...	
12	More Menu Navigation & Game Manager	Codi... ▾	Finished ▾	Jan 21, ...	

#	Assignment	Type	Status	Finish By	Notes
13	Initial Spell SFX	Audio ▾	Finished ▾	Jun 18, ...	
14	Initial BGM	Audio ▾	Finished ▾	Jun 19, ...	
13	PlaceHolder Image for Runes	Art ▾	Finished ▾	Jan 21, ...	PlaceHolder the time being.
14	Initial Intro CutScenes	Art ▾		Jan 20, ...	Placeholder
15	Environment Sprite Sheets	Art ▾	Finished ▾	Jan 21, ...	
16	Wizard Animations	Art ▾	Finished ▾	Jan 21, ...	Art Assets only
17	Level 1,2,3 Game environment	Codi... ▾	Finished ▾	Jan 22, ...	
18	More UI, Spellwork, Rune Art, Spellbar	Codi... ▾	Finished ▾	Jan 22, ...	
19	Level 2 & 3 and Background Art Implementation	Codi... ▾	Finished ▾	Jan 22, ...	
20	More Sound integration	Audio ▾	Finished ▾	Jan 22, ...	<p>Added Wwise event integration for the main menu and rune tree.</p> <p>Added music/ambient sfx triggering based on scene.</p> <p>Added more SFX</p>
21	Runes & Spell Sprites	Art ▾	Finished ▾	Jan 22, ...	

#	Assignment	Type	Status	Finish By	Notes
22	Extra Wizard Animation Assets	Art ▾	Finished ▾	Jan 22, ...	More Wizard Art assets
23	Goblin Animation Assets	Art ▾	Finished ▾	Jan 22, ...	Goblin death, resurrection, attack, etc.
24	More art Assets and Spritesheet, Final Intro cutscenes	Art ▾	Finished ▾	Jan 23, ...	
25	GameOver Screen	Art ▾	Finished ▾	Jan 23, ...	
26	Level 1 Puzzle	Art ▾	Finished ▾	Jan 24, ...	
27	Credit Scene	Art ▾	Finished ▾	Jan 25, ...	
28	Polish	Other ▾	Finished ▾	Jan 25, ...	
29	SUBMIT	Other ▾	Finished ▾	Jan 26, ...	Create Itch Page and upload

Stretch:

Wizard undoing level with time spell	Other ▾	Not star... ▾	Per level, the wizard player can undo his actions up to the extent
Additional levels	Other ▾	Not star... ▾	Add more levels to integrate
Settings Menu	Codi... ▾	Not star... ▾	Music/SFX volume slider, fullscreen toggle
4th runes (Player's Choice)	Codi... ▾	Not star... ▾	Additional runes/spells should enhance gameplay,

			such as Time magic, earth magic.
Enemy Initial introduction	Codi... ▾	Not star... ▾	CutScene to Notify the enemy for the first time.
Enemy Variations	Other ▾	Not star... ▾	More enemies with different attacks and AI for more challenging gameplay.
Environment Destructibles	Other ▾	Not star... ▾	Boxes, rocks and columns to destroy to add for puzzles.
More Spells	Other ▾	Not star... ▾	Varieties of Spells for the ice, fire and lightning
Healthpoints UI	Other ▾	Not star... ▾	Zelda Heart Health System for being attacked by enemies or environments
Corruption System: Time meter	Other ▾	Not star... ▾	Have the Player be corrupted as time goes on to pressure the player to make choices.

Week 1

Brainstorm	GDD	Dev Time				
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Week 2

Dev Time	Dev Time	Dev Time	Dev Time	Dev Time/ PlayTest / Polish	Dev Time/ PlayTest / Polish	Submit
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